Rules Addendum: The Ferengi

When Fantasy Flight designed Star Trek: Red Alert!, its designers tried very hard to make the Ferengi an interesting and distinctive faction to play. In doing so, they devised rules which allowed the Ferengi to purchase Tech disks from other factions. While this mechanic succeeded in making the Ferengi interesting, it led to a few oft criticized abuses. The resulting "Ferengi Super Cruisers" were not terribly balanced in game play and extremely out of character in terms of the context of the show.

As a remedy, certain limitations on their ability were discussed in the Red Alert E-group and appear here as recommended rules adjustments.

1. You can only assign one Tech disk from each Tech type to a single ship. (This is pulled from TI Armada and prevents a system from being upgraded multiple times as was possible in the original Red Alert rules - in particular with similar functioning tech combined from other factions. The Ferengi Mega Phaser is dead)

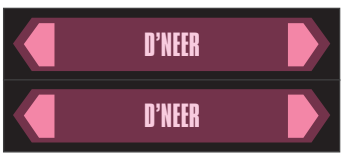
2. The Ferengi may NOT purchase Tech from the following races: Romulans, Jem'Hadar, Borg, Species 8472.

3. The Ferengi may trade with other factions given the following parameters:

Klingon	2 times normal cost
Federation	No change
Cardassian	1.5 normal cost (round up)
Breen	1.5 normal cost (round up)

These are thematic adjustments based on the series and represent the Klingon dislike for Ferengi business dealings, the Cardassian distrust of all others, the Breen's own mercenary tendencies. The Federation poses little to no obstacles in regards to Ferengi free trade.

These rules are optional and at the discretion of the players.



UPGRADE STRUCTURAL

10 PRIZE HOLD

START: +5 CAPACITY

3 1

WEAPONS MERCHANT UNIQUE

5 GAILA

START: FLEET: ADD 5 PTS OF PERSONAL TECH.
SHIP: -1 COST OF WEAPON UPGRADE TECH

UPGRADE TRACTOR BEAM

3 HVY TRACTOR BEAM

+3 TRACTOR STRENGTH WHEN ENGAGED IN A TRACTOR WAR. FLIP.

8 0

BRIDGE CREW UNIQUE

9 LIQUIDATOR BRUNT

BRUNT MAY ALTER THE NEXT ORDER OF ANY FERENGI SHIP THAT DOES NOT HAVE ZEK ABOARD. FLIP.

UPGRADE TRACTOR BEAM

1 ENH TRACTOR BEAM

+1 TRACTOR STRENGTH WHEN ENGAGED IN A TRACTOR WAR. FLIP.

3 3

BRIDGE CREW ELITE AWAY TEAM UNIQUE

4 ELIMINATOR LEK

DOUBLE LEK'S COMBAT VALUE IF HE IS THE ONLY FERENGI IN COMBAT DURING BOARDING.

TECH UNIQUE

7 THOUGHT MAKER

FORCE TARGET SHIP W/IN RANGE 2 TO REPEAT AN EXACT DUPLICATE OF THEIR LAST ORDER THROUGH THEIR REMAINING ORDERS PHASES THIS TURN, FLIP.

13 0

GRAND NAGUS UNIQUE

10 ZEK GRAND NAGUS

FLAGSHIP ONLY.

ANY

3 2

BRIDGE CREW UNIQUE

5 QUARK

START: ADD 15 PTS FOR THE FERENGI THIS SCENARIO. ALLOW TARGET OPPONENT TO CHOOSE ANY ONE TECH (UP TO 5 PTS) FROM A RACE THE FERENGI MAY TRADE WITH.

0 2

ENGINEER BAJORAN ALLY UNIQUE

4 ROM

PHASE: CHOOSE ONE, FLIP:
+3 SHEILDS, -3 BATT
+5 MINES, -3 BATT
+2 SPEED, -2 BATT

ACTIVATED
UPGRADE STRUCTURAL
10 PRIZE HOLD
START: +5 CAPACITY
ACTIVATED
ACTIVATED
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WEAPONS MERCHANT UNIQUE
5 GAILA
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ACTIVATED
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ENGINEER BAJORAN ALLY UNIQUE
4 ROM
PHASE: CHOOSE ONE, FLIP:
+3 SHEILDS, -3 BATT
+5 MINES, -3 BATT
+2 SPEED, -2 BATT
ACTIVATED

TORPS: 0
MINES: 10
REFIT
TORPEDO
MINE LAYER
3
: BEFORE MOVING EACH ORDERS PHASE, PLACE A MINE AT THE REAR NOTCH OF SHIP.
MINES: HULL:1 DAMAGE:3
MINES CONTINUE TO BE LAYED UNTIL A SECOND CREW/TECH ORDER IS ISSUED.

2
MIN:1
REFIT
BEAM WEAPON
MINE SWEEPER
6
DAMAGE IS APPLIED TO ALL TARGETS WITHIN FIRING ARC.
B, STANDARD

3
REFIT
TORPEDO / BEAM
SCOUT LR SENSOR REFIT
7
ARMADA: ADD ONE HIT TO ALL HIT CHECKS WHILE SCOUT SHIP IS WITHIN RANGE 3 OF TARGET.
TORPS: 0

UNLIMITED
REFIT UPGRADE
MINE LAYER
MINE RACK
2
+5 MINES

REFIT UPGRADE
MINE LAYER
ENHANCED MINES
3
MINES DO 4 DAMAGE INSTEAD OF 3

REFIT UPGRADE
MINE LAYER
HUNTER / KILLER MINES
4
IF ENEMY SHIP ENDS AN ORDER PHASE WITHIN TWO MINE MOVEMENT, MINE WILL ACTIVATE AND STRIKE SHIP.
MINE: HULL: 2

Ferengi
Stratagem
THE 76TH RULE
(DECLARE PEACE)
7

No player may fire on any Ferengi ship for the remainder of the turn. Effect ends if a Ferengi ship attacks.

3
3
3
MIRAMAR-CLASS
SCOUT
QUARK'S TREASURE
CAP: 3
9
+1 MAXIMUM SPEED. IF THIS SHIP HAS NO WEAPON UPGRADES, SENSOR UPGRADES DO NOT COUNT AGAINST CAPACITY.
TORPS: 2

UPGRADE
ENGINEERING
1
AUX BATTERIES
SAC: RESTORE BATTERIES TO THEIR MAXIMUM SETTING.

UPGRADE
SHIELD
4
AUX SHIELD GENERATOR
SAC: IGNORE THE EFFECTS OF A SHIELD CRIT. RESTORE SHIELDS TO THEIR MAXIMUM SETTING.

3
3
3
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QUARK'S TREASURE
CAP: 3
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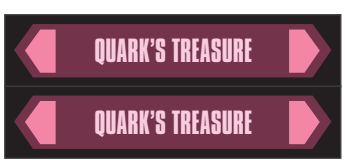
+1 MAXIMUM SPEED. IF THIS SHIP HAS NO WEAPON UPGRADES, SENSOR UPGRADES DO NOT COUNT AGAINST CAPACITY.
TORPS: 2


QUARK'S TREASURE
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